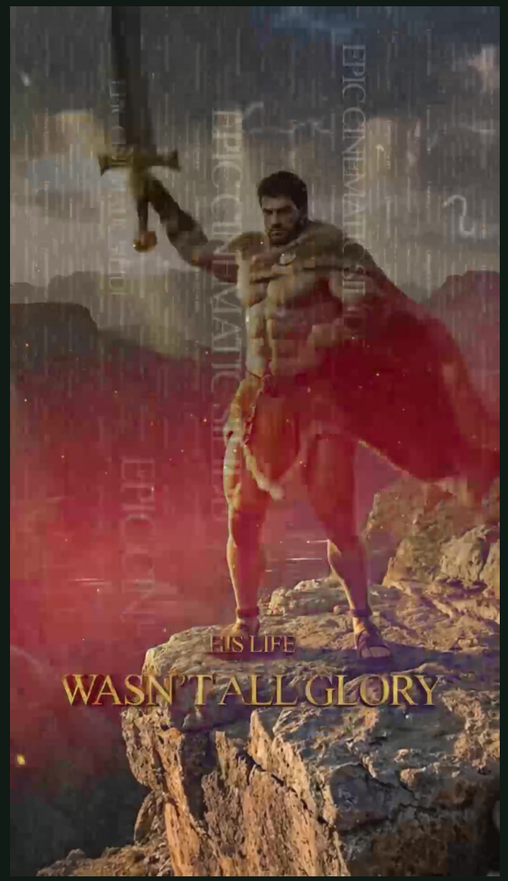
A TOWB BRAND FILM

One last challenge.

Hercules is challenged to move a mountain of coins in a day. His unexpected answer is TOWB.

The creative blueprint of the supplied film: source frames, shot timing, performance direction and campaign intent.



THE LEGEND



THE MODERN TURN

71.80 SEC / 9:16 / 25 FPS / 17 SHOTS

SOURCE hercules.mp4

01 / WHY THIS FILM EXISTS

Make the modern way memorable.

Use the king's impossible coin-moving task to dramatize the difference between physical effort and a digital transfer. Hercules' unexpected phone response supplies the joke; the TOWB reveal turns that reversal into a clear service memory.

01

Make the task feel huge

Establish Hercules through escalating mythic trials, then let the king demand that a mountain of coins move from England to India in one day. The scale and deadline create the setup.

02

Let the phone change it

Pause on Hercules' casual phone action and the king's surprise. His claim that the money is already sent supplies the comic reversal, making the modern solution feel immediate within the story.

03

Land on the service

Use Hercules' explanation, the narrator's closing invitation and the product card to name TOWB clearly. The final phone animation turns the story's resolution into a readable brand impression.

INTENDED TAKEAWAY

TOWB: a modern answer to an impossible transfer, told through a heroic shortcut.

02 / THE FILM AT A GLANCE

A legend meets a modern answer.

PART 1 OF 2 / SELECT A ROW TO OPEN ITS SHOT PAGE

SHOT	CONTENT	TIME RANGE	LENGTH	STORY ROLE
01	**Strength before the story**	00:00.000 - 00:04.680	4.680 s	Spectacle / hero setup
02	**Glory has a cost**	00:04.680 - 00:06.440	1.760 s	Introduce the burden
03	**Twelve impossible missions**	00:06.440 - 00:11.240	4.800 s	Establish the premise
04	**Face the Hydra**	00:11.240 - 00:13.960	2.720 s	Escalate the ordeal
05	**Catch the golden stag**	00:13.960 - 00:17.080	3.120 s	Vary the challenge
06	**Capture the Cretan bull**	00:17.080 - 00:19.960	2.880 s	Prove physical power
07	**Reach for the golden apples**	00:19.960 - 00:24.040	4.080 s	Complete the montage
08	**Eleven challenges complete**	00:24.040 - 00:28.760	4.720 s	Leave one task open
09	**The last one**	00:28.760 - 00:31.440	2.680 s	Pause / build suspense

The opening builds a world of physical effort. Gold captions, red flares and layered typography belong to the supplied film; the dark title card pauses the montage before the final mission.

02 / THE FILM AT A GLANCE

A legend meets a modern answer.

PART 2 OF 2 / SELECT A ROW TO OPEN ITS SHOT PAGE

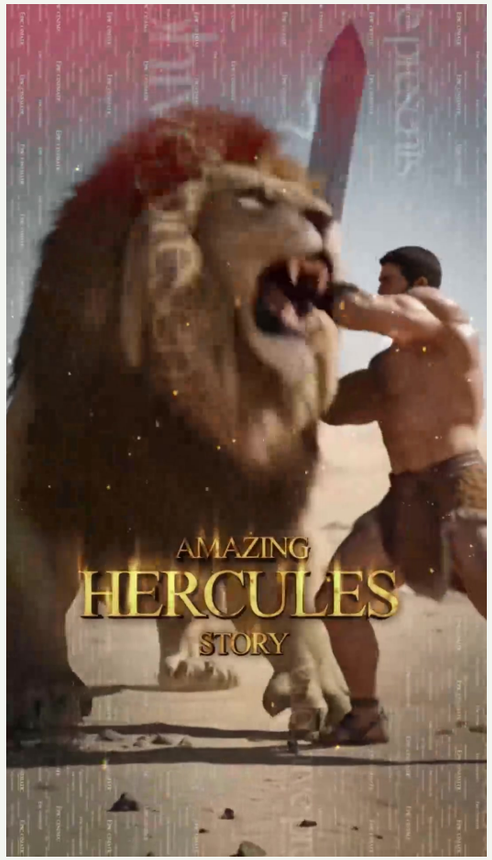
SHOT	CONTENT	TIME RANGE	LENGTH	STORY ROLE
10	**The king sets the task**	00:31.440 - 00:37.920	6.480 s	Introduce the stakes
11	**A mountain of money**	00:37.920 - 00:43.800	5.880 s	Visualize the scale
12	**Alone**	00:43.800 - 00:45.440	1.640 s	Tighten the demand
13	**The phone changes everything**	00:45.440 - 00:49.760	4.320 s	Reveal the modern turn
14	**Disbelief lands the joke**	00:49.760 - 00:52.200	2.440 s	Comic reaction
15	**The effortless answer**	00:52.200 - 01:00.160	7.960 s	Name the solution
16	**Walk into the light**	01:00.160 - 01:03.320	3.160 s	Release / resolution
17	**TOWB closes the story**	01:03.320 - 01:11.800	8.480 s	Brand / service recall

The final act moves from an oversized task to a casual phone response, a surprised reaction and an explicit TOWB reveal. The coin landscape and king overlay form one composite beat.

03 / STORYBOARD **SHOT 01**

00:00.000 - 00:04.680 / 4.680 SEC

Strength before the story



FRAME A / 00:01.800
SOURCE FRAME 45



FRAME B / 00:04.000
SOURCE FRAME 100

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules grapples with a roaring lion and drives it down through dust. His forceful body movement establishes extraordinary physical strength.

FRAMING & MOVEMENT

Vertical action framing gives the lion foreground scale. Rapid subject movement and energetic reframing follow the struggle.

STORY FUNCTION

Open with immediate spectacle and define the hero through physical effort.

ON-SCREEN TEXT & GRAPHICS

Gold title: "AMAZING HERCULES STORY". Vertical typography, sparks and red light overlays remain visible.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

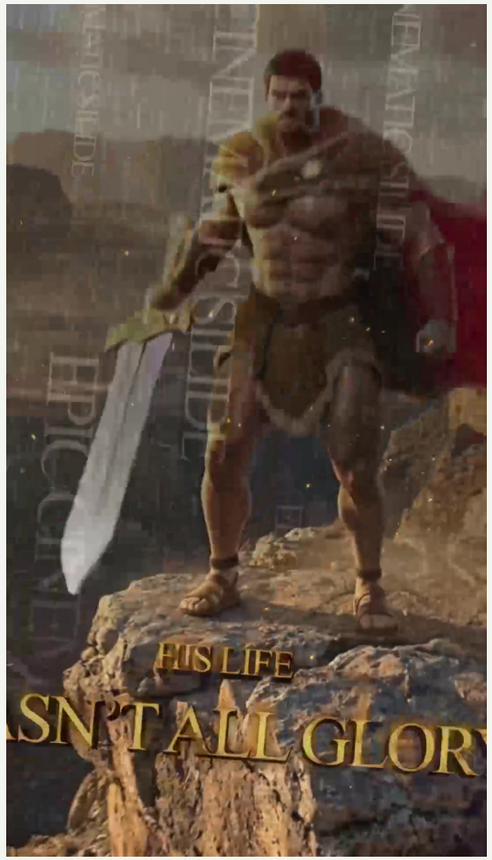
NARRATOR: "Long ago in ancient Greece, there was a hero named Hercules."

EDIT / Bright opening impact; cut to the cliff portrait.
SOURCE FRAMES 0-116 / 117 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 02**

00:04.680 - 00:06.440 / 1.760 SEC

Glory has a cost



FRAME A / 00:05.200
SOURCE FRAME 130



FRAME B / 00:06.160
SOURCE FRAME 154

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules stands on a rocky ledge in a fur cape and raises his oversized sword. The pose sustains the heroic tone.

FRAMING & MOVEMENT

Low-angle full-body portrait against mountains and sky. The view widens as the sword rises, keeping the ledge beneath him.

STORY FUNCTION

Shift from pure spectacle to the idea that this hero still has something to overcome.

ON-SCREEN TEXT & GRAPHICS

Gold copy: "HIS LIFE WASN'T ALL GLORY". Recurring particles, vertical type and red flares.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

NARRATOR: "But his life wasn't all glory."

EDIT / Brief blur leads into the palace scene.
SOURCE FRAMES 117-160 / 44 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 03**

00:06.440 - 00:11.240 / 4.800 SEC

Twelve impossible missions



FRAME A / 00:07.600
SOURCE FRAME 190



FRAME B / 00:10.400
SOURCE FRAME 260

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules kneels before the crowned king, then rises as the king stands beside the throne. Their positions establish an unequal relationship.

FRAMING & MOVEMENT

Wide two-shot: Hercules left, king right. Columns, statues and arched windows create a centered palace composition.

STORY FUNCTION

Introduce the authority figure and the twelve-mission premise that gives the montage its structure.

ON-SCREEN TEXT & GRAPHICS

Gold copy: "HE HAD TO COMPLETE 12 MISSIONS". Fine sparks and an intermittent red wash.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

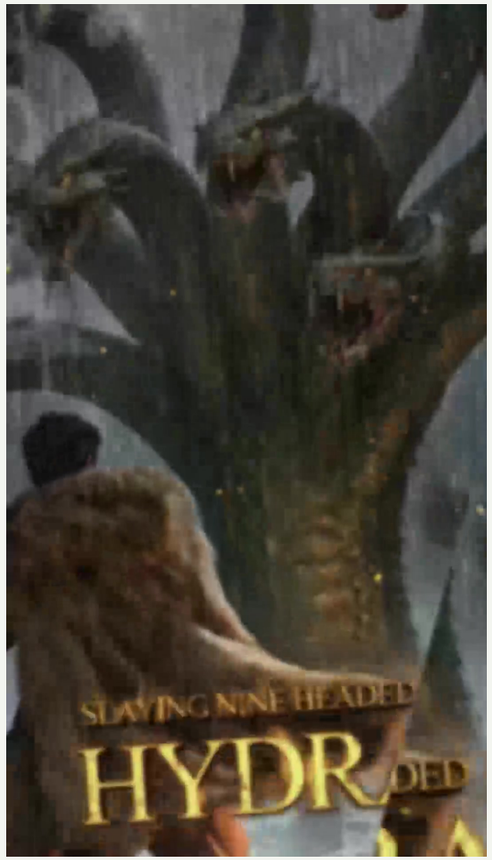
NARRATOR: "He had to complete twelve impossible missions to redeem himself."

EDIT / Hold the rise within the shot; cut to the Hydra.
SOURCE FRAMES 161-280 / 120 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 04**

00:11.240 - 00:13.960 / 2.720 SEC

Face the Hydra



FRAME A / 00:12.120
SOURCE FRAME 303



FRAME B / 00:13.720
SOURCE FRAME 343

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules raises his sword and braces beneath the Hydra's lunging heads. The creature overwhelms him in apparent size.

FRAMING & MOVEMENT

Rear three-quarter view beneath the many-headed creature. The framing pulls back to reveal more of both opponents.

STORY FUNCTION

Begin the named challenges with an adversary that makes the task appear impossible.

ON-SCREEN TEXT & GRAPHICS

"SLAYING NINE HEADED HYDRA". Red flares, vertical type and displaced diagonal image/title fragments are source effects.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

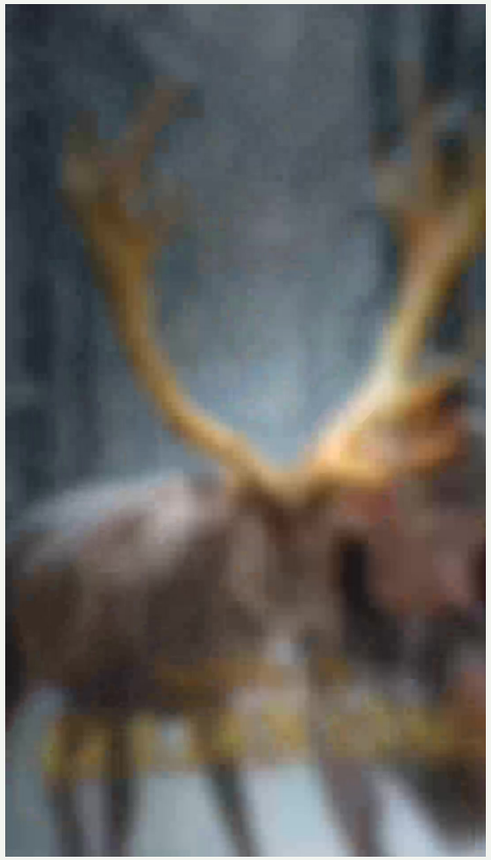
NARRATOR: "From slaying the nine-headed Hydra..."

EDIT / Fast montage cut into the snowy stag encounter.
SOURCE FRAMES 281-348 / 68 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 05**

00:13.960 - 00:17.080 / 3.120 SEC

Catch the golden stag



FRAME A / 00:15.000
SOURCE FRAME 375



FRAME B / 00:16.400
SOURCE FRAME 410

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules runs alongside a stag through snow, gripping its large glowing antlers as both move forward.

FRAMING & MOVEMENT

Tight action composition with the stag and antlers in front. Tracking movement carries the subjects past vertical forest trunks.

STORY FUNCTION

Shift the ordeal from combat to capture while preserving the montage's forward momentum.

ON-SCREEN TEXT & GRAPHICS

Gold copy: "CATCHING THE GOLDEN STAG". Fine particles, vertical text and a red flare recur.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

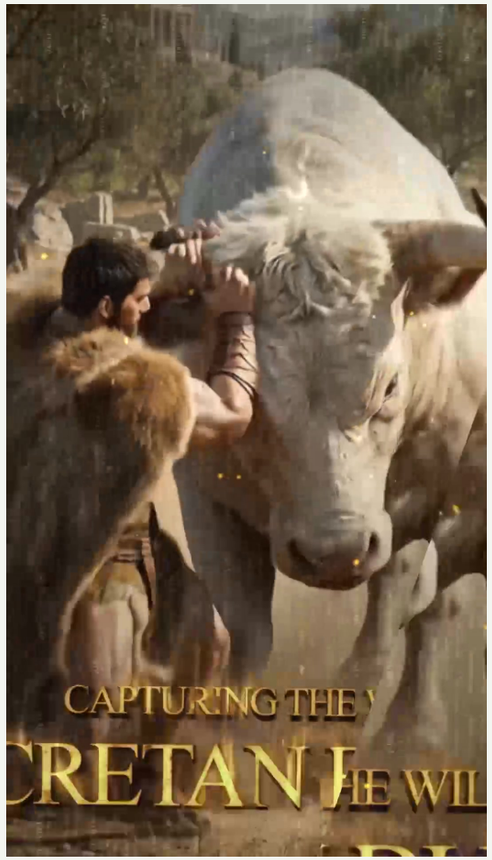
NARRATOR: "...to catching the golden stag of Ceryneia..."

EDIT / Golden overlap introduces the bull at 00:17.080.
SOURCE FRAMES 349-426 / 78 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

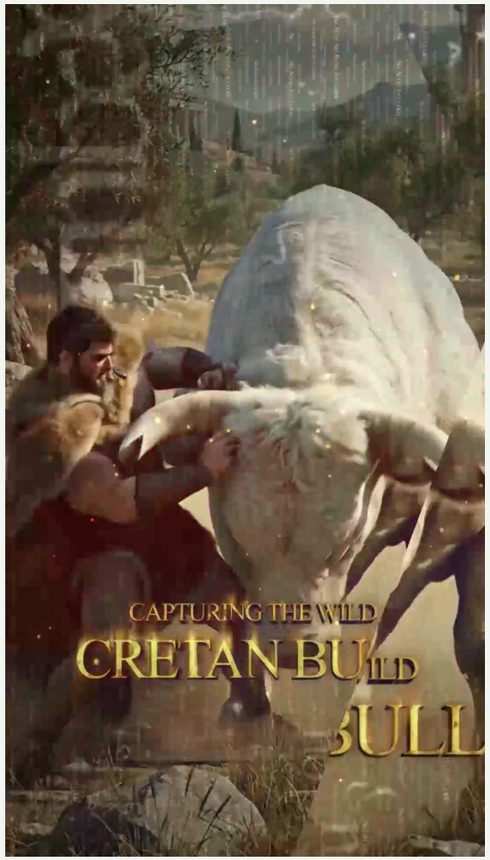
03 / STORYBOARD **SHOT 06**

00:17.080 - 00:19.960 / 2.880 SEC

Capture the Cretan bull



FRAME A / 00:18.000
SOURCE FRAME 450



FRAME B / 00:19.600
SOURCE FRAME 490

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules wrestles a massive white bull, pulling at its horns as the animal pushes forward over rough ground.

FRAMING & MOVEMENT

Close action two-shot: Hercules left, the bull filling center and right. Reframing follows the bull's turn toward camera.

STORY FUNCTION

Complete the physical-power passage with another opponent of exaggerated scale.

ON-SCREEN TEXT & GRAPHICS

"CAPTURING THE WILD CRETAN BULL". Vertical type, red pulses and duplicated image/title fragments remain in the source.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

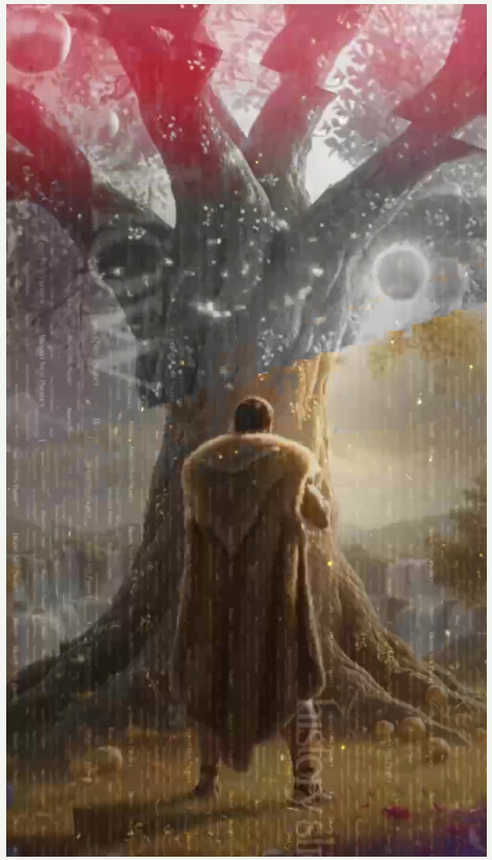
NARRATOR: "...capturing the wild Cretan bull..."

EDIT / Dissolve to the orchard begins at 00:19.960.
SOURCE FRAMES 427-498 / 72 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD SHOT 07

00:19.960 - 00:24.040 / 4.080 SEC

Reach for the golden apples



FRAME A / 00:21.400
SOURCE FRAME 535



FRAME B / 00:23.200
SOURCE FRAME 580

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules reaches toward a glowing apple on an enormous tree. Drifting leaves and gold light make the moment feel magical.

FRAMING & MOVEMENT

Full rear figure beneath spreading branches. A gentle widening reveals more of the tree and the surrounding landscape.

STORY FUNCTION

Introduce the final illustrated ordeal and prepare the visual proof of completed challenges.

ON-SCREEN TEXT & GRAPHICS

No separate main title. Glowing fruit, leaves and semi-transparent vertical typography remain visible.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

NARRATOR: "...and even stealing the golden apples of the Hesperides..."

EDIT / Incoming dissolve resolves by frame 508; cut at 601.
SOURCE FRAMES 499-600 / 102 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

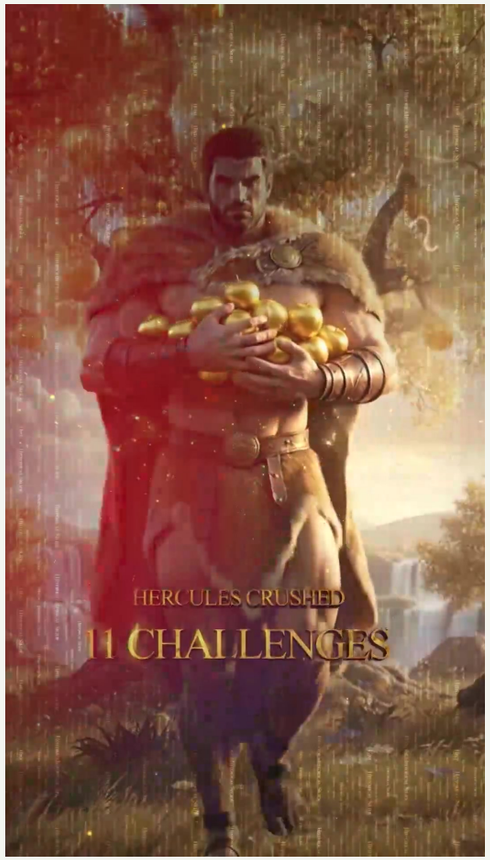
03 / STORYBOARD **SHOT 08**

00:24.040 - 00:28.760 / 4.720 SEC

Eleven challenges complete



FRAME A / 00:25.200
SOURCE FRAME 630



FRAME B / 00:27.600
SOURCE FRAME 690

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules walks toward camera carrying an armful of golden apples. His composed expression makes the accomplishment feel assured.

FRAMING & MOVEMENT

Centered frontal medium-long portrait. Forward movement keeps the hero and the apples dominant against the warm orchard.

STORY FUNCTION

Confirm eleven completed challenges, leaving one unresolved task to drive the second act.

ON-SCREEN TEXT & GRAPHICS

Gold copy: "HERCULES CRUSHED 11 CHALLENGES". Sparks, vertical type and intermittent red flare.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

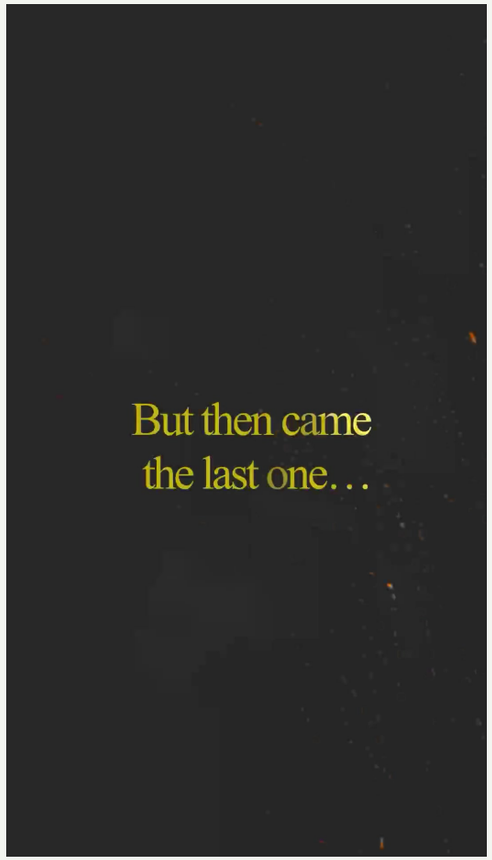
NARRATOR: "Hercules crushed eleven impossible challenges."

EDIT / Hard cut to the dark title card at 00:28.760.
SOURCE FRAMES 601-718 / 118 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 09**

00:28.760 - 00:31.440 / 2.680 SEC

The last one



FRAME A / 00:29.680
SOURCE FRAME 742



FRAME B / 00:31.120
SOURCE FRAME 778

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

A two-line gold title holds over charcoal, with small ember-like particles drifting in the background.

FRAMING & MOVEMENT

Full-frame graphic card. Centered typography and generous empty space create a deliberate visual pause.

STORY FUNCTION

Separate the rapid achievements from the final-mission dialogue and renew curiosity.

ON-SCREEN TEXT & GRAPHICS

Exact title: "But then came the last one..."

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

NARRATOR: "But then came the last one..."

EDIT / Hold the designed card; hard cut to the king.
SOURCE FRAMES 719-785 / 67 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 10**

00:31.440 - 00:37.920 / 6.480 SEC

The king sets the task



FRAME A / 00:32.800
SOURCE FRAME 820



FRAME B / 00:37.000
SOURCE FRAME 925

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

The king opens his hands while addressing Hercules, then rests them beside the throne. His assured delivery gives the task authority.

FRAMING & MOVEMENT

Centered medium-long portrait against symmetrical palace architecture. Steady frontal framing gives the gestures room to read.

STORY FUNCTION

Present the final mission as harder than all the ordeals already shown.

ON-SCREEN TEXT & GRAPHICS

No added captions or interface graphics.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

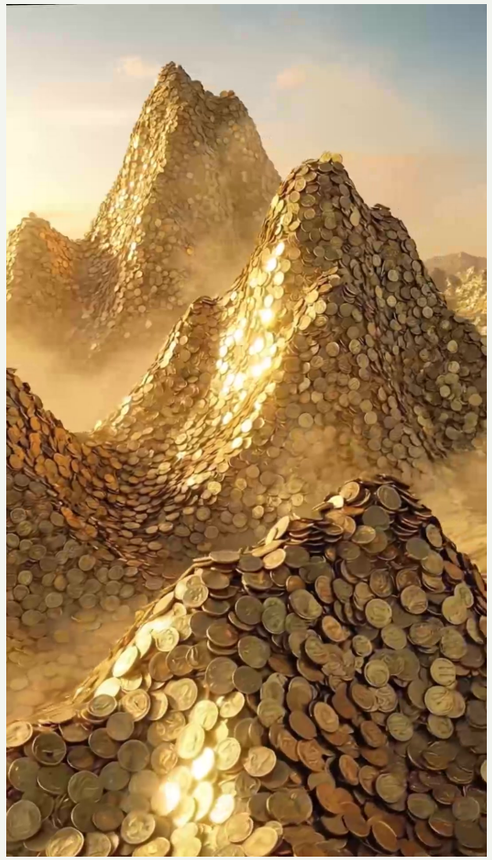
KING: "Hercules, you've done well. But now the hardest mission remains."

EDIT / Cut to the coin landscape while the demand continues.
SOURCE FRAMES 786-947 / 162 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 11**

00:37.920 - 00:43.800 / 5.880 SEC

A mountain of money



FRAME A / 00:38.800
SOURCE FRAME 970



FRAME B / 00:41.000
SOURCE FRAME 1025

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hills of gold coins fill the image. The speaking king appears as a portrait layer behind foreground piles, then fades away.

FRAMING & MOVEMENT

A traveling vertical view follows the coin peaks. The king's rectangular composite occupies the upper part of the landscape.

STORY FUNCTION

Give the international transfer, one-day deadline and immense volume a memorable physical form.

ON-SCREEN TEXT & GRAPHICS

No main text. The coin landscape and king overlay are one composite visualization.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

KING: "There's a mountain of coins in England, and you must move it all to India in one day."

EDIT / King-layer fades stay within this beat; cut to the palace.
SOURCE FRAMES 948-1094 / 147 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 12**

00:43.800 - 00:45.440 / 1.640 SEC

Alone



FRAME A / 00:44.160
SOURCE FRAME 1104



FRAME B / 00:45.120
SOURCE FRAME 1128

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

The king raises an index finger and points toward the listener, sharpening the instruction with a firm expression.

FRAMING & MOVEMENT

Steady centered medium-long portrait matching the earlier throne-hall view. The hand supplies the emphasis.

STORY FUNCTION

Add the final restriction and create a compact setup for the hero's unexpected response.

ON-SCREEN TEXT & GRAPHICS

No added captions or screen graphics.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

KING: "Alone."

EDIT / Short punctuation beat; cut to Hercules.
SOURCE FRAMES 1095-1135 / 41 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 13**

00:45.440 - 00:49.760 / 4.320 SEC

The phone changes everything



FRAME A / 00:46.200
SOURCE FRAME 1155



FRAME B / 00:48.800
SOURCE FRAME 1220

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules looks down and brings a blue smartphone up from his belt. A localized blue glow draws attention to the casual gesture.

FRAMING & MOVEMENT

Symmetric full-body portrait. The steady composition leaves space around his waist so the phone reveal is clear.

STORY FUNCTION

Pivot from mythic strength to a modern tool with an intentionally effortless response.

ON-SCREEN TEXT & GRAPHICS

Blue handset glow. No readable transfer amount or transaction confirmation appears.

DIALOGUE & SOUND / WORKING ANALYSIS*

HERCULES: "Okay, hold on a second."
A digital notification beep follows in the audio analysis.

EDIT / Horizontal motion blur leads into the king's reaction.
SOURCE FRAMES 1136-1243 / 108 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 14**

00:49.760 - 00:52.200 / 2.440 SEC

Disbelief lands the joke



FRAME A / 00:50.280
SOURCE FRAME 1257



FRAME B / 00:51.680
SOURCE FRAME 1292

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

The king looks surprised, leans forward and points toward Hercules. His expression turns the phone reveal into a shared comic moment.

FRAMING & MOVEMENT

Frontal medium-long portrait. The advancing body and extended finger increase the force of the reaction.

STORY FUNCTION

Give the audience time to register the unexpected object before the brand explanation.

ON-SCREEN TEXT & GRAPHICS

No added captions or screen graphics.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

KING: "What are you doing?"

EDIT / Incoming blur settles; clean cut to Hercules.
SOURCE FRAMES 1244-1304 / 61 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD **SHOT 15**

00:52.200 - 01:00.160 / 7.960 SEC

The effortless answer



FRAME A / 00:53.400
SOURCE FRAME 1335



FRAME B / 00:58.800
SOURCE FRAME 1470

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules holds the phone, speaks with calm confidence and smiles, then lowers the glowing handset.

FRAMING & MOVEMENT

Centered frontal medium shot. Steady framing keeps his face, gestures and phone clearly readable.

STORY FUNCTION

Resolve the task through TOWB and deliver the commercial's one-minute claim.

ON-SCREEN TEXT & GRAPHICS

Blue phone glow; no legible transaction interface.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

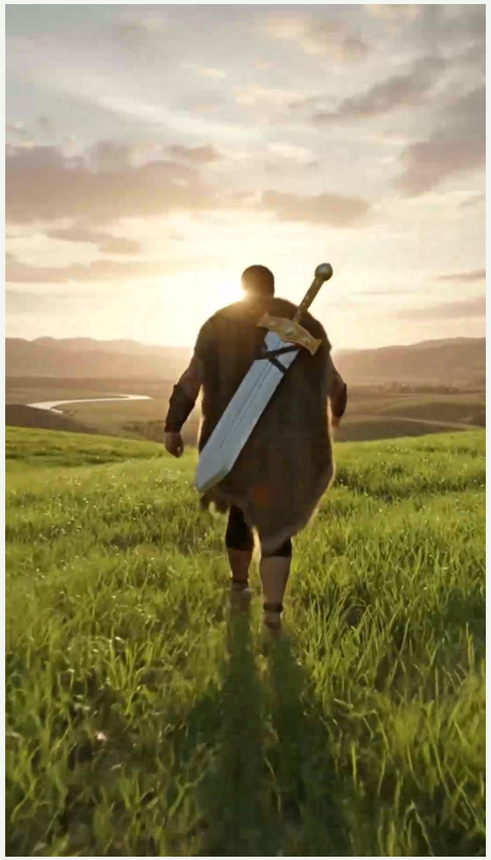
HERCULES: "Didn't you know? Nobody moves money the old way anymore. Everyone is using TOWB for international transfers. I already sent all the money in one minute."

EDIT / Bright horizontal blur introduces the field departure.
SOURCE FRAMES 1305-1503 / 199 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

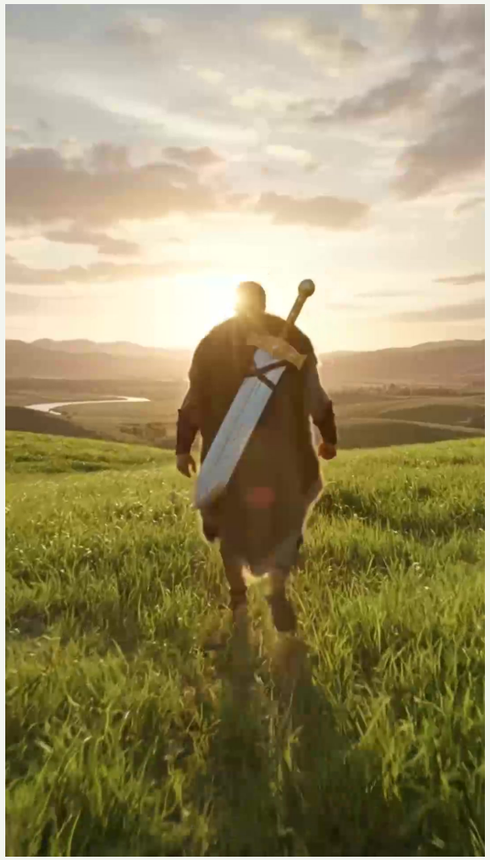
03 / STORYBOARD **SHOT 16**

01:00.160 - 01:03.320 / 3.160 SEC

Walk into the light



FRAME A / 01:01.120
SOURCE FRAME 1528



FRAME B / 01:02.680
SOURCE FRAME 1567

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

Hercules walks away through a green field toward a low golden sun, his sword strapped diagonally across his back.

FRAMING & MOVEMENT

Rear full-body portrait within open grassland and rolling hills. A gentle following view maintains distance from the hero.

STORY FUNCTION

Release the palace tension and give the hero a calm departure before the brand close.

ON-SCREEN TEXT & GRAPHICS

No added text. Warm sunlight leads into a white wash.

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

NARRATOR: "Well, that ending was pretty unexpected."

EDIT / White wash begins near frame 1576; phone enters at 1583.
SOURCE FRAMES 1504-1582 / 79 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

03 / STORYBOARD SHOT 17

01:03.320 - 01:11.800 / 8.480 SEC

TOWB closes the story



FRAME A / 01:05.800
SOURCE FRAME 1645



FRAME B / 01:10.920
SOURCE FRAME 1773

FULL SOURCE COMPOSITION / 9:16

ACTION & PERFORMANCE

A rendered phone rotates, reveals the TOWB website and enlarges. The logo and benefit headline assemble above it.

FRAMING & MOVEMENT

Vertical product card: handset below, brand above. Rotation and scale give way to a readable final hold.

STORY FUNCTION

Turn the story payoff into a direct brand memory and invitation to use the service.

ON-SCREEN TEXT & GRAPHICS

TOWB / "TO Wallets & Banks"; "Low fees, Best rates". Phone: "Fast & Secure / Send Money / Worldwide / In Minutes".

DIALOGUE / WORKING ENGLISH TRANSCRIPT*

NARRATOR: "Remember, if you ever need to send money internationally, use TOWB. It's super fast and the fees are really low."

EDIT / Fade to a dark residual image; no separate black hold.
SOURCE FRAMES 1583-1794 / 212 FRAMES
*Working automated transcription/sound analysis; see source notes on page 23.

04 / SOUND AND MESSAGING

Let the contrast deliver the joke.

The working audio analysis moves from a narrator-led legend to direct character dialogue, then returns to a clear service invitation. The phone beat is the hinge between those two storytelling modes.

01 / STORYTELLING VOICE

Build the legend

The narrator introduces Hercules, counts the trials and pauses on the final challenge. Keep the named ordeals aligned with their visual captions. The title card gives the final mission room to feel different.

02 / COMIC TIMING

Protect the reaction

The king's demand, Hercules' casual reply, the reported digital beep and the king's surprise form the comic sequence. Preserve space around the reveal before the longer explanation names TOWB.

03 / CLOSING MESSAGE

Make the brand clear

Hercules delivers the one-minute statement; the narrator closes with international transfers, speed and fees. These are the commercial's claims. The rotating phone and final card provide the visual brand anchor.

CLOSING CAMPAIGN COPY / VISUALLY CHECKED

TOWB / TO Wallets & Banks • "Low fees, Best rates"
Phone: "Fast & Secure / Send Money / Worldwide / In Minutes"
Green strip: "Anytime, anywhere, with just a few taps"

Closing statements above are quoted from the supplied film. See individual shot pages for working dialogue.

05 / SOURCE AND PRODUCTION NOTES

Faithful to the supplied film.

SOURCE SPECIFICATION

Source video	hercules.mp4
Picture	1080 x 1920 / 9:16 / progressive
Frame rate	25.000 fps
Source frames	1,795 frames / zero-based indices
Duration	71.800 seconds
Audio	Stereo AAC / 48 kHz
Edit structure	17 editorial beats / source mapped
Frame references	34 full vertical source stills

ORIGINAL GAAJ IDENTITY

Approved artwork retains the original mark, wordmark, divider and complete tagline. White and green appear on the dark cover; black and green on pale interior pages. The logo has no surrounding background.

01 / TIMING AND SHOT CONVENTION

Picture ranges use an inclusive start and exclusive end; printed source-frame ranges include both endpoints. Dissolves belong to the incoming beat from its first visible frame. The coin landscape and king overlay count as one composite beat.

02 / ORIGINAL SOURCE COMPOSITIONS

All 34 stills retain the full 1080 x 1920 image without cropping or stretching. Animated captions, red flares, text overlays and displaced image fragments are part of the supplied film. Framing and story functions are editorial observations.

03 / WORKING DIALOGUE AND SOUND

Dialogue comes from automated audio analysis and has not been manually verified by listening. Lines are grouped by narrative beat and may bridge picture cuts. Check wording and synchronization against the source before a recording or subtitle pass.

04 / CLAIMS AND PRODUCT VISIBILITY

The one-minute transfer, speed, fees and rate statements are quoted from the commercial, not independently verified. Hercules' handset never shows a readable transaction confirmation. Preserve that distinction when adapting the film.